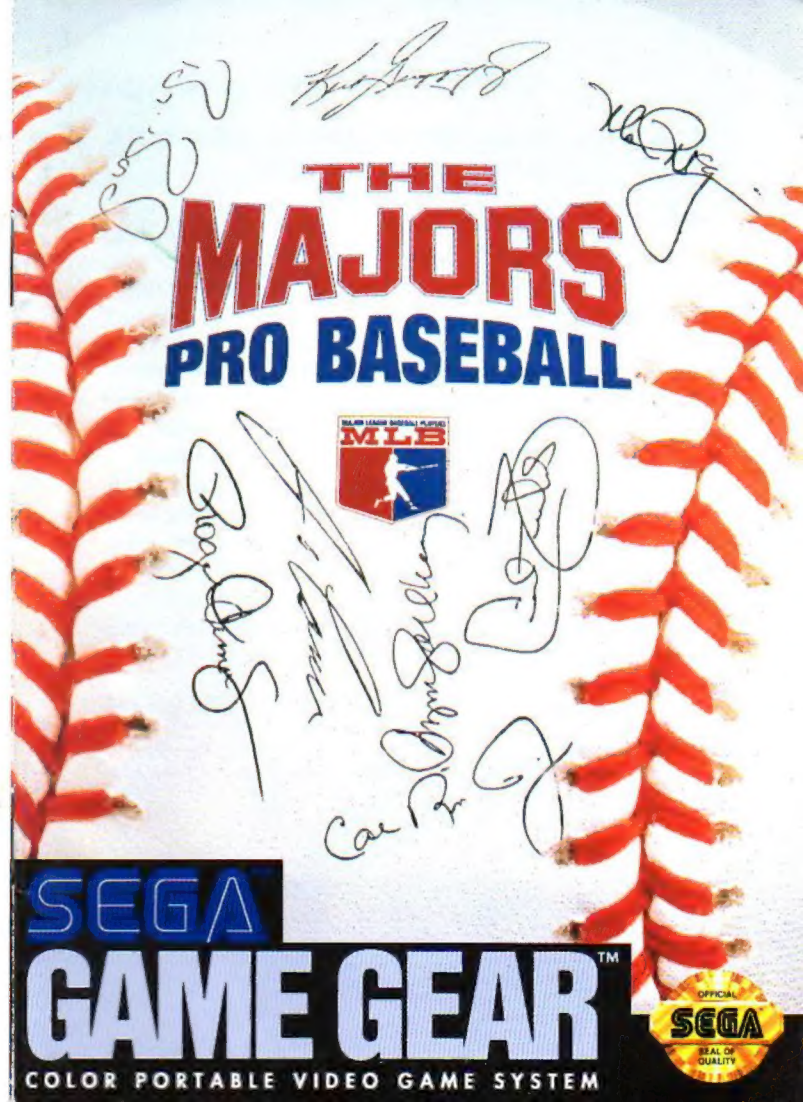




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Patents: U.S., Nos. 4,442,486/4,454,594/4,462,079; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Fending)



EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.**

Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual. For two-player games, use the Gear-to-Gear Cable™ (sold separately) to connect the Game Gear units.
2. Make sure the power switch is OFF. Then insert the *The Majors: Pro Baseball* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the *The Majors: Pro Baseball* Title screen will appear.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: *The Majors: Pro Baseball* is for one or two players.

Gear-to-Gear Cable Input

Insert Sega Cartridge



"Bottom of the Ninth..."



... one out and the Dodgers trail the Mets 10-8 in a real slugfest. L.A. has the bases full, though, and Darryl Strawberry is at the plate. He's facing John Franco, one of the toughest closers in the game. One misplaced pitch will end this game in a hurry.

Franco nods, having gotten the signal he wanted from his catcher. The first pitch is on the way... Strawberry swings... a high fly to deep right center... it's outta here!"

Take Control!

Directional Button (D-Button)



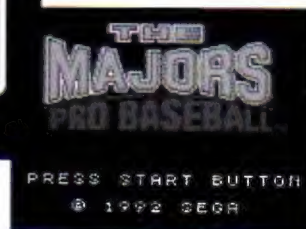
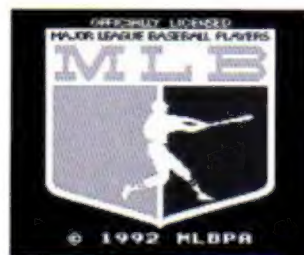
Start Button

Button 2

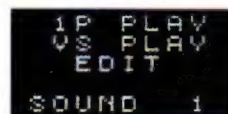
Button 1

Getting Started

The Title screen follows the MLBPA (Major League Baseball Players Association) logo. Press the Start Button to continue.



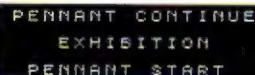
Mode Selection



You can choose to play a one-player game against the Computer (1P Play), challenge a friend in a two-player contest (Vs Play), or make your own team (Edit). You can also

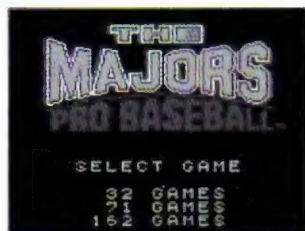
listen to any of the sounds in the game (Sound). Press the D-Button up or down until the option you want begins flashing. Then press Button 2 or the Start Button to enter your choice. To hear sounds, press the D-Button left or right to reveal a number, then press Button 2 to hear the sound.

Play a pre-season game (Exhibition) or try your luck in a full season (Pennant Start). To continue playing in a season you began earlier, select "Pennant Continue." Use the D-Button to select the desired option, then press Button 2 or the Start Button to enter your selection.



Season Length

In the Pennant mode, you can set the number of regular-season games you'll play. Choose from 32-game, 71-game, and 162-game seasons. Press the D-Button up or down to make your choice, and press Button 2 or the Start Button to enter.



Team Selection



The American consists of two divisions, East and West. There are seven teams in each division. Each corresponding division in the National is comprised of six teams. Press the D-Button to the right to cycle through the divisions.

Following the National West Division, the All American and All National teams appear. Press the D-Button right one more time and the Edit teams appear. These teams are only available in the Exhibition mode.

Press the D-Button up or down until the name of the team you want to control begins flashing. Then press Button 2 or the Start Button to select that team.

Note: In the Exhibition mode, if you choose to play a one-player game, you select the Computer's team as well. When you're playing against a friend, each player selects his/her own team. You can select the same team if you want to.

Stadium Select



Enjoy professional baseball action at one of three stadiums: White-Star Dome, Blue-Sky Stadium or Red-Sun Stadium. Press the D-Button to highlight your choice, and enter it by pressing Button 2 or the Start Button.

Game Length

Select a 3-, 5-, 7- or 9-inning game. Make your selection using the D-Button, and enter it by pressing Button 2 or the Start Button.



Pitcher Selection

The list of pitchers appears next. Each pitcher's name, ERA (Earned Run Average), and the letter "L" or "R"

indicating his throwing hand, are displayed. Press and hold Button 1 to see each pitcher's uniform number, the number of Saves (SV) he has and his Won/Lost (W/L) record. Press the D-Button down to scan through the list of pitchers. Make your selection and press Button 2 or the Start Button to continue.

PITCHER SELECTION			
TORONTO			
MORRIS T.	ERA	3.43	R
STIEB	ERA	3.17	R
KEV	ERA	3.05	L
BUZMAN T.	ERA	2.99	R
STOTTLEMYRE	ERA	3.78	R
WELLS	ERA	3.72	L
WARD D.	ERA	2.77	R

Batter Selection

BATTER SELECTION			
TORONTO			
1 WHITE	AVG.	.282	HR17 S
2 ALONSO R.	AVG.	.295	HR 9 S
3 CARTER T.	AVG.	.273	HR33 R
4 WIMFIELD	AVG.	.282	HR28 R
5 BRUBER	AVG.	.252	HR20 R
6 BLERUD	AVG.	.255	HR17 L
7 MALDONADO	AVG.	.250	HR12 R

Here's where you can make changes to the starting lineup. Press the D-Button down to scan through the list of players. A number to the left of a player's name indicates his number in the batting order. The letter "R" shows that he's a reserve. Each player's name, batting average, home run total, "L" or "R" indicating left- or right-handed batter, or "S" indicating a switch-hitter, are displayed. Press and hold Button 1 to see each batter's uniform number and his Runs-Batted-In (RBI) and Stolen Base (SB) totals.

Here's where you can make changes to the starting lineup. Press the D-Button down to scan through the list of players. A number to the left of a player's name indicates his number in the batting order. The letter "R" shows that he's a reserve. Each

LINE UP	
TORONTO	SEATTLE
1 WHITE	1 REYNOLDS
2 ALONSO R.	2 MARTINEZ E.
3 CARTER T.	3 GRIFFEY J.
4 WIMFIELD	4 MITCHELL KEV
5 BRUBER	5 BUNGER
6 BLERUD	6 BRIEN P.
7 MALDONADO	7 MARTINEZ T.
8 BORDERS	8 URLE
9 LEE MAX.	9 VIZQUEL

To replace a starter with a reserve, press the D-Button until the appropriate line of data begins flashing. Press Button 2 and the line begins oscillating. Press the D-Button until the line representing the starter you want to replace starts flashing, and press Button

2. The players' data automatically swap locations. You can also flip-flop two players already in the starting lineup by following the same procedure. When you're finished, press the Start Button. Check the Line-Up cards for both teams, and press Start when you're ready to hit the field!

Make Your Own Team

Choose your favorite players from any of the twenty-six teams—pitchers and batters—and make your own powerhouse team! Select "Edit" and press Button 2 or the Start Button.

You can save up to two teams at a time. When "Select Team" appears, select either "Data 1" or "Data 2" using the D-Button. Press the Start Button to continue. Make sure you're not erasing a team you had already entered!



Here's your chance to give your team a name. Press the D-Button up or down to cycle through the available characters. When the one you want appears, press Button 2 to enter it. You can enter up to eight characters. When you're finished, press the Start Button.

Pitching Staff

Your roster is displayed in the top half of the screen, showing your team name. The flashing dotted line shows where the data for the next player selected will appear. Press Button 2 and the line begins oscillating.

In the bottom half of the screen, the roster for one of the twenty-six teams appears, with the team name at the top. Press the D-Button left or right to cycle through the rosters. When the team from which you want to "borrow" a player appears, press the D-Button up or down to view the stats for each member of the team. Press Button 2 once when the data of the player you want starts flashing. His information will then appear in your roster. Follow this same procedure to select the rest of your staff (you can have as many as ten pitchers on your team). Press the Start Button to continue.

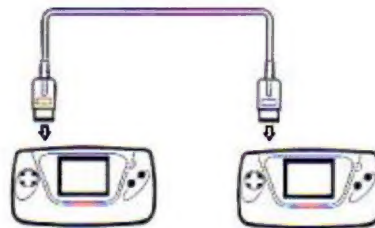
EDIT PITCHER		
AAAAA	ERA	4.43 R
NORRIS		
CLEMONS	ERA	2.62 R
.....		
BOSTON		
CLEMONS	ERA	2.62 R
VIOLA	ERA	3.97 L
DARWIN	ERA	5.16 R

Batters

Select offensive players in the same way you chose your pitching staff. You can have as many as fifteen hitters on your club. Press the Start Button after making your last selection.

EDIT BATTER		
AAAAA	AVG.	282 HR 17 L
WHITE		
BOGGS	AVG.	332 HR 8 L
FIELDER	AVG.	261 HR 44 R
DETROIT		
TRAMMELL	AVG.	248 HR 9 R
FIELDER	AVG.	261 HR 44 R
TETTERTON	AVG.	263 HR 31 L

Two-Player Game



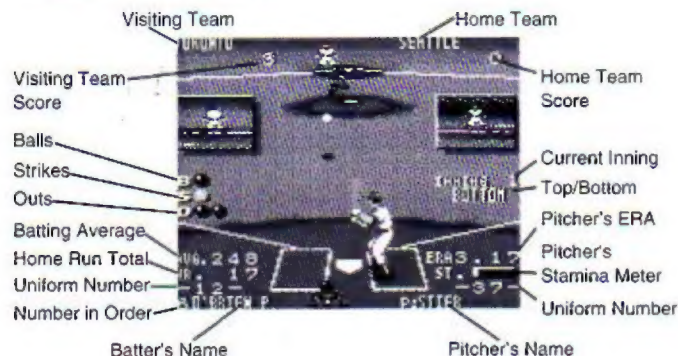
Take on a friend in one game only. To play a two-player game, you need one Gear-to-Gear™ Cable, and you must each have one Game Gear™ unit and a *The Majors: Pro Baseball* game cartridge. Connect the

cable between the two units, insert a game cartridge in each unit and turn the power to both units ON. Select the "Vs Play" mode and enter by pressing Button 2 or the Start Button. Play then begins as in the one-player mode.

Note: The player who selects the Vs. Play mode becomes player one, and must then select the stadium and the number of innings.

Play Ball!

Home Screen



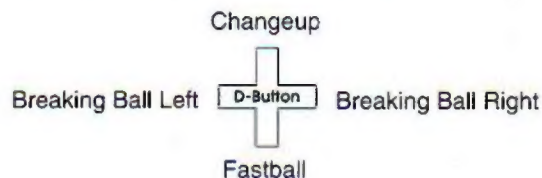
Note: The blocks in the Stamina gauge change color and disappear as the pitcher tires. You be the judge of when he's had enough!

Infield Screen



Pitching

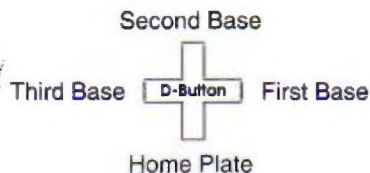
Good placement of your pitches can turn even the top hitters in the game into angry strikeout victims! Press the D-Button left or right to position your hurler on the mound, then press Button 2 to throw. At the same time, press the D-Button to determine the type of pitch. Pressing the button as the ball heads toward the plate helps to confuse the hitters. There are four basic pitches, and as you gain experience you'll be able to create new pitches with which to baffle unsuspecting batters.



Holding the Runner On: Imagine being on the mound and having a speed merchant like Rickey Henderson or Vince Coleman on first base, virtually daring you to make a move. When the runner takes too big a lead, it's a good idea to throw over to first—this forces the runner to get back to the base and erases any advantage his lead gave him. To keep a runner on, press Button 1 before making a pitch. The Infield screen appears. Press the D-Button to the right (to indicate first base), and press Button 2 to throw. Your chances of picking him off are slim, but you'll at least be able to keep him honest.



To throw to another base, press and hold the D-Button in the appropriate direction and press Button 2. If you don't press the D-Button, the throw will automatically go to first base.



Offense



Do you prefer a team laden with long-ball threats like Fielder and Canseco, or is speed and finesse your game? However you play it, you've got to score runs to win. Move your player around in the batter's box using the D-Button. Watch the oppos-

ing pitcher and notice his position on the mound before deciding where you'll stand. Press Button 2 to swing.

Note: You can stop the bat midway through a swing, but you can't pull it back.

Bunt: After the opposing pitcher begins his motion, press Buttons 1 and 2 simultaneously to make your batter square up to bunt. You can reposition your batter even after squaring, as the ball is on its way toward home plate. This gives you some control over the direction of the bunt.



Lead Off: Once you get a baserunner, you may want to give him a head start toward the next base. To take a lead, press and hold the D-Button to indicate the base your runner's on, and press Button 1 repeatedly. As you press and release, watch the runner gradually take his lead. Pressing down on the D-Button makes all runners lead off.

The opposing pitcher knows you're leading off, and might throw to your base. To get back before the throw, press the D-Button in the direction of the previous base and press Button 2.

Steal: Press and hold the D-Button to indicate the base your runner's on, and press Button 1. When the opposing pitcher begins his motion, your runner takes off. If the batter doesn't hit the pitch and it doesn't result in a walk or HBP, the infield screen appears, showing your runner blazing (or lumbering) toward the next base. Be ready to return to the previous base if the catcher makes a good throw!



Defense

Fielding: Control your fielders by pressing the D-Button in any direction. When the field screen appears, follow the path of the ball and, using the D-Button, move the closest player toward it. The only players you can't control are those covering the bases (unless one of them has the

ball). After getting the ball, you can either throw it to the appropriate base or run it to a base. To make the unassisted play, press and hold the D-Button to indicate the base, then press Button 1.

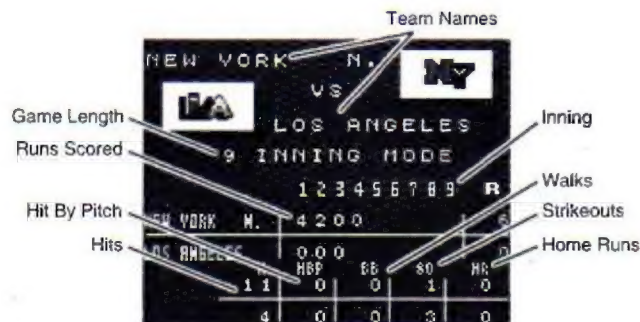
You can make your fielder jump to snare a high shot. Press Button 2 at just the right time, and you're bound for the highlight film! To attempt a diving catch (players cannot dive diagonally), press Button 2 while pressing the D-Button to indicate the direction.

Tag: If one of your fielders has the ball and is near an opposing runner who is between bases, press the D-Button toward the runner and press Button 1 to run at the player for the tag.

Throw: Set the direction of the throw by pressing the D-Button, then press Button 2. If you throw without pressing the D-Button, the ball will automatically go to first base.

Scoreboard

The scoreboard appears between innings, and at the end of every game.



Pennant Mode

Choose a season consisting of 32, 71 or 162 games. You can set the length of the game at the start of every game. Select a pitcher and set your starting lineup before each contest. Game play is as described earlier.

There are six teams in each division in the National conference, and seven in each American conference division. Your goal in this mode is to have the best won/lost record in your division at the end of the season. You will play all the teams in your conference at least once, no matter the length of the season. Some teams have especially strong pitching, while others rely on offensive power to outscore their opponents. A very few teams use a combination of the two to win. Use the stats sheet to find the type of team you think you can win with, or learn about them after you've chosen your team. Either way, you've got to know your team's strengths and weaknesses to have a shot at the pennant!

If you are good enough to win your division, you then advance to the Championship, where you'll face the other pennant winner in your conference. A best-of-seven series will determine that conference's representative in the World Series!

Hints...

- Some pitchers throw a lot of fastballs, while others specialize in breaking balls and offspeed pitches. Recognizing this and getting your swing timed properly are keys to success offensively!

- The most difficult area of gameplay is catching fly balls. Misjudging a fly slightly will cost you runs. With all the talented pitchers you'll be facing, you can't afford to get behind early!
- You have plenty of pitchers on your staff, so don't hesitate to send in a reliever in a pinch!



Handling This Cartridge

- This Cartridge is intended exclusively for the Sega Game Gear™ System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service, call the Sega Consumer Service Department at:

1-800-USA-SEGA

DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.